

Figure 1 Blocks, Instructions, Events and Compr ssed Value-Sequences

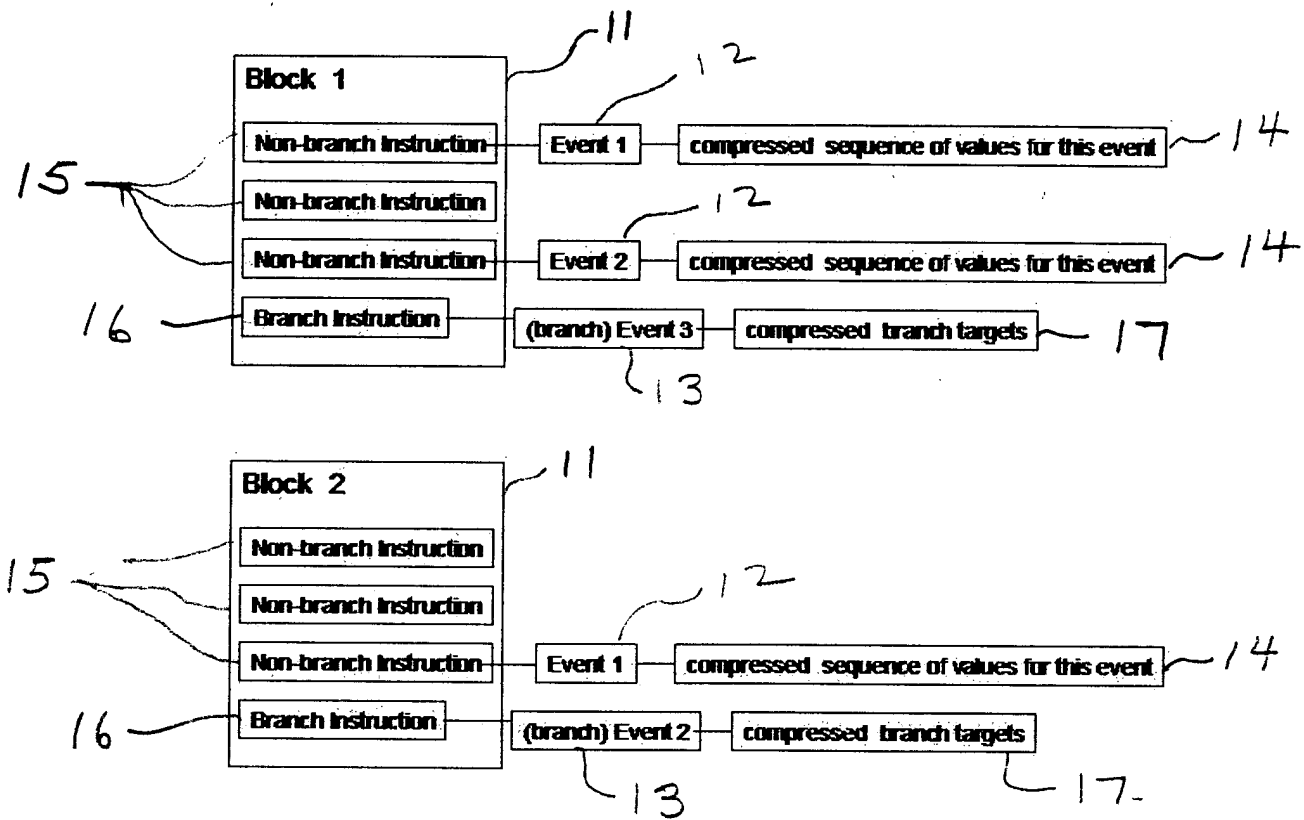


Figure 2 Stride Pattern Reduction Rules

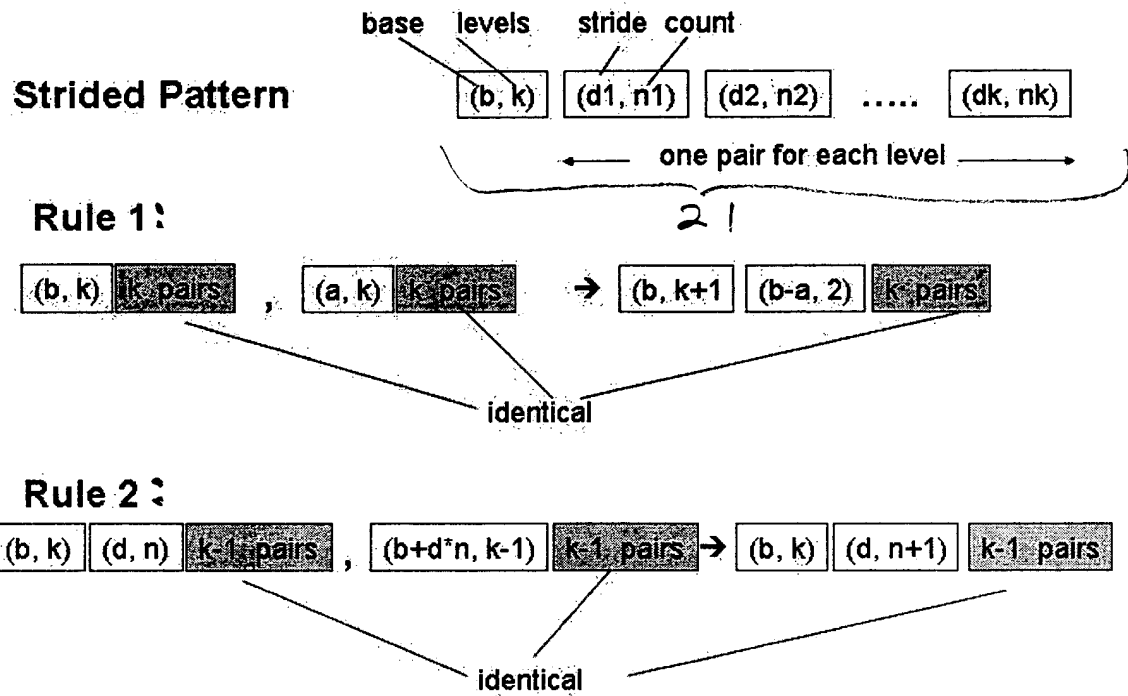


Figure 3 Repeat Pattern Reduction Rules

Repeat Pattern $\{ \boxed{\text{sp1}} \boxed{\text{sp2}} \dots \boxed{\text{spk}} \}^* n$

k strided patterns repeated n times

Rule 3 :

$\boxed{\text{sp1}} \boxed{\text{sp2}} \dots \boxed{\text{spk}}, \boxed{\text{sp1}} \boxed{\text{sp2}} \dots \boxed{\text{spk}} \rightarrow \{ \boxed{\text{sp1}} \boxed{\text{sp2}} \dots \boxed{\text{spk}} \}^* 2$

Rule 4 :

$\{ \boxed{\text{sp1}} \boxed{\text{sp2}} \dots \boxed{\text{spk}} \}^* n, \boxed{\text{sp1}} \boxed{\text{sp2}} \dots \boxed{\text{spk}} \rightarrow \{ \boxed{\text{sp1}} \boxed{\text{sp2}} \dots \boxed{\text{spk}} \}^* n+1$

Figure 4 Segmentation

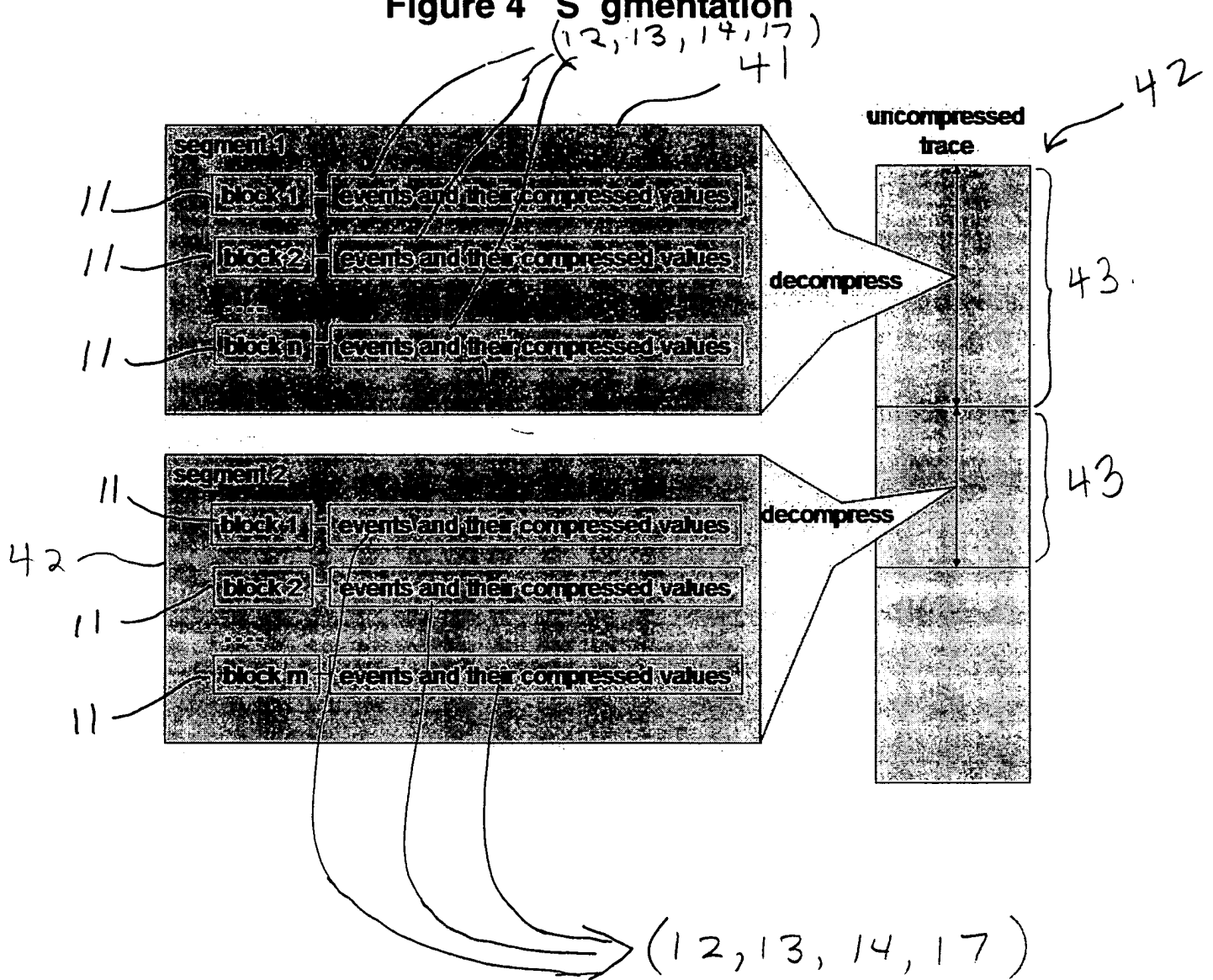


Figure 5 Address Prefetching

